Boy, Stimpy, we sure had fun today, didn't we?
So long, kids. C'mon, Stimpy, say goodbye.
Uh, where are we going, Ren?
It's the end of the manual, man. We'll be back soon.
What'll we do 'til then?
Well, you could comb your hairballs... wax the chickens...
Or we could sing a song! *Urk!* **C'mon, kids...**

This is a song about eggplant –
no, it's a song about glue...

Happy Happy Joy Joy!
Happy Happy Joy Joy!

Happy Happy Joy Joy!
Happy Happy Joy Joy!
Happy Happy Joy Joy Joy!

5016 N. Parkway Calabasas,
Suite 100, Calabasas, CA 91302

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The Ren & Stimpy Show™ Buckeroos!

NICKELODEON

INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

T·HQ INC.

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Hey, kids, before we go, let's sing the LOG song!

LOG™

What rolls downstairs alone or in pairs,
rolls over your neighbor's dog?
It's great for a snack, it fits on your back,
It's Log, Log, Log.
It's Lo-og, it's Lo-og,
it's big, it's heavy, it's wood!
It's Lo-og, it's Lo-og,
it's better than bad, it's good!
Everyone wants a Log.
You're going to love it Log!
Come on and get your Log!
Everyone needs a Log!

WARRANTY STUFF

90 DAY LIMITED WARRANTY:

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2. Notify the T•HQ SOFTWARE, INC. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.

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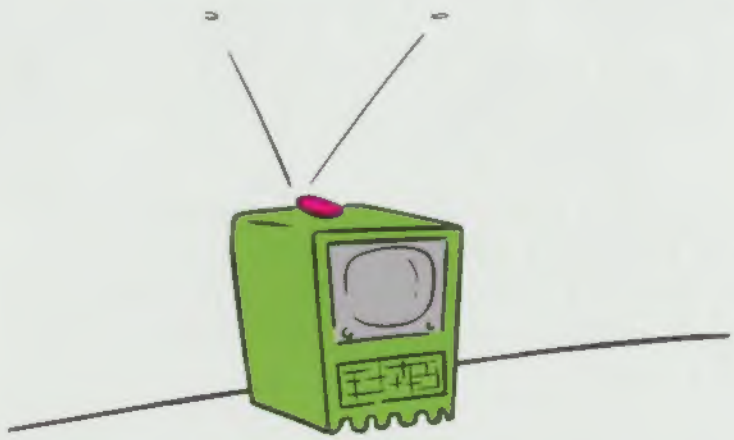
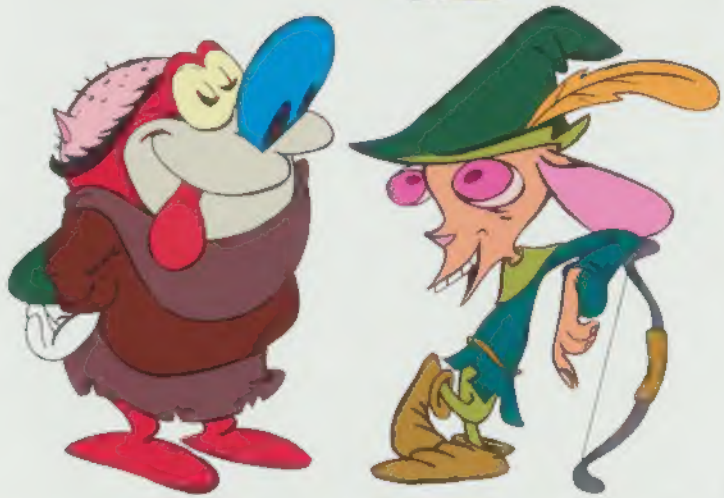


BUCKEROOS!

Oh, hi kids! I'm so excited about my new invention – the Gametron 5000 Moneymaker. It pays you money for playing video games – the more you play, the more you make.

The first game is... let's see... *Robin Hoëk of Logwood Forest*, where Robin seeks to rob from the rich, give to the poor, and rescue the bea-*u*-ti-ful Maid Moron from high atop yon castle...

TIPS



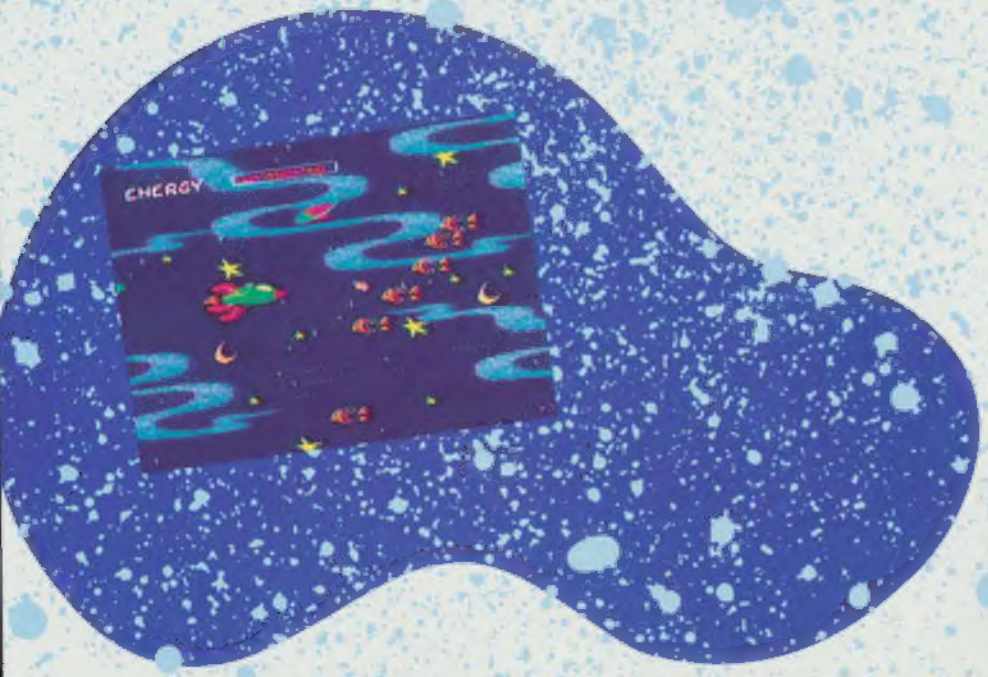
Explore tree stumps and wells for power-ups and bonuses. Pick up everything you can; remember, apples go further than eggs. Load up your faithful turkey baster; it is the only thing that will defeat the Sheriff.

Look for bonus WANTED posters in the frontier town. It will take some fast movement and quick thinking before you can ride Mr. Horse away.

In his state, Commander Hoëk will wreak havoc on the ship with his toothbrush unless you keep him from opening hatches, breaking machinery, etc. Make sure the Commander is with you before you try to advance a level.

Oh, yeah, I knew there was something else... Commander Hoëk and I aren't alone on this spaceship – there's also a herd of space rats, alien monsters, robots, space cabbages, and *EEE!* a reporter! A well-tossed hairball should take care of them.

Once I get Ren to Sick Bay, I'd better look at the *Space Cadet's Handbook* again... letsseee... "Piloting a Spacecraft Through Lots of Nasty Space Stuff, Chapter One..."



The next game is *Out West,* where Three-Fingered Hoëk and his faithful sidesaddle, Stimpy the Kid (that's me!) make their way through a dangerous frontier town to find Mr. Horse and... uh... borrow him.

And that's not it – heavens, no! The final game is *Space Madness.* Oh my! Space Commander Hoëk has come down with Space Madness, and his spaceship is going to smash into the Earth! Luckily brave Space Cadet Stimpy (me again!) is there to save the planet!

The games you play won't be in order, though. First you'll play level one of *Robin Hoëk,* then level one of *Out West,* and level one of *Space Madness.* From there, you'll go to level two of *Robin Hoëk,* level two of *Out West,* level two of *Space Madness,* and so on, until all of the levels of all of the games have been completed and you've made all those big bucks!

***Oh Reeennnn...* are you ready to make oodles of money?**

Money? Don't just stand there, man! Let's get playing!

It's time for

ASK DR. STUPID

with your host, Dr. Stupid.

Doctor, here's a letter from Andy Wills:

> Dear Dr. Stupid, what is the proper way to start using my new Buckeroo$ video game on my Super Nintendo Entertainment System?

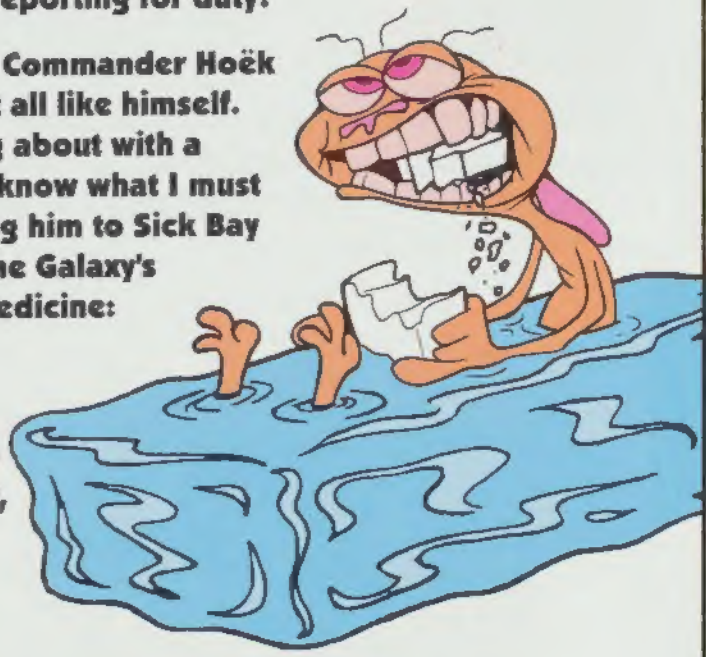
That's a very good question, Eleanor. To answer it, I'd better use my patented Stuponitron® Helmet... prepare to activate! *Eeeee!* The answer's simple, really: "wash your hands before you eat."

Pfeh! Forget that stuff, man! Hey kids, make sure the power is off on your Super NES, plug in the Game Pak and turn the power on. When the title screen appears, press START. That's it.

Personal Log: Space Cadet Stimpson J. Cat
Spacedate: 40,002 3/4

Cadet Stimpy, reporting for duty!

Oh, my! Space Commander Hoëk doesn't look at all like himself. He's wandering about with a crazy look... I know what I must do! I must bring him to Sick Bay and give him the Galaxy's most potent medicine: chicken soup.



From the Space Diner to the Laboratory, the Button Room to the Zero Gravity Bathroom, I must protect my Commander from harm! *Observe:* To help guide Ren to Sick Bay, I can pull out a stinky, direction-reversing litterbox, a hole-cutting beaver, Sta-Put Socks, or other useful stuff. By pressing the Select Button and the X Button, I can see a map of the entire level. I can even use anti-gravity bubble gum to float around!

Space Madness!

••• Attention Space Cadets •••
••• Spaceship E.E.S. Impertinent stricken by Space Madness •••
••• Commander Ren Hoëk roaming passages aimlessly •••
••• Spaceship hurtling towards Earth at mind-bubbling speeds •••
••• Space Cadet Stimpy: report for duty •••
••• Rescue Commander Hoëk and Planet Earth •••
••• And *DON'T MESS IT UP!* •••

Controls

L & R Buttons
cycle through items currently available for use by character (more on this later...)

X Button
press while moving to run

Control Pad
move character or fire item in a certain direction; down to duck or crawl through logs

A Button
jump; fly chicken

B Button
jump; fly chicken

Start Button
start game; pause

Y Button
use selected item

Status Display

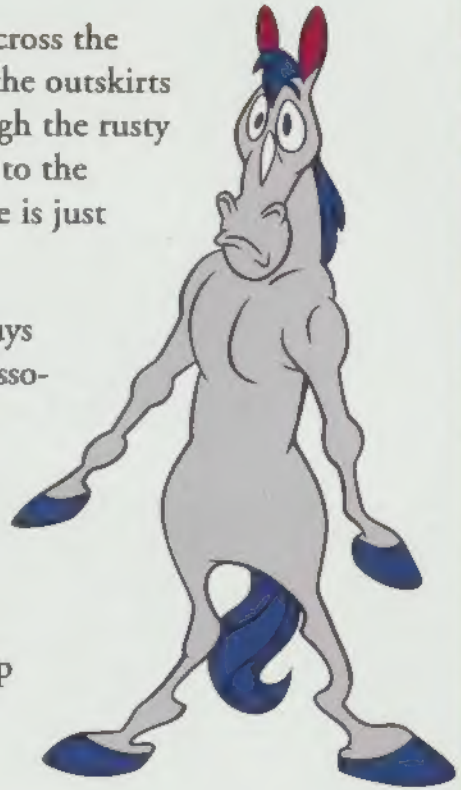
Okay, man, this is the screen.

Now, listen up: in the upper left corner of the screen, you'll see a life thermometer which shows your health status. In the upper right is the number of moneybags you have, the item you have currently selected (Plunger, in this example) and the number of selected objects you have in your inventory (zero plungers left here, which means you'll have to select another item to use). As you find items throughout the game and as you move through various levels these items and numbers will change.

We have to ride our chickens across the plains, make our way through the outskirts of town, past the corrals, through the rusty frontier town itself, and finally to the stables, where the sheriff's horse is just waiting to be taken...

But hey, there's a posse of bad guys after us hard-working villains: lasso-swinging cowhands, buzzards, cow skulls, buffalo nickels, trough-sharks, snakes, Muddy Mudskipper and the nefarious Cactus Bandit!

Well, Stimpy, we better saddle up those chickens, load up on stinky socks, and ride up onto the sunset...



Oh joy!

Shut up and look rugged, man!

OUT WEST

Listen up, you buckeroo, you. Me, they call me Three-Fingered Hoëk, and this here is my sidekick, Stimpy the Kid. We're two hard-headed, two-fisted desperadoes on the trail of glory, adventure, and lots of loot.

We went to the sheriff's office to apply for a *"Villains Wanted"* position – good pay, benefits. He said we weren't qualified. But we'll show him when we become horse thieves!

IMPORTANT STUFF

Look, man, there's a lot of good stuff to pick up in this game: some things are power-ups and some are items you can collect and use.

Power-Ups — these appear as things like **glazed hams**, which give you health bonuses, or **barbells and powdered toast**, which make your character totally impenetrable by enemies (but only for a little while).

Collectible Items — these will change depending on which game you are playing. Items that you pick up during the games are added to your collection – press the L or R Buttons to select which item you want to use, then press the Y Button to use the selected item. Careful, man! Most items are limited, and once you use one, it's gone! If you don't have another in your collection, you have to go find one... if you can!

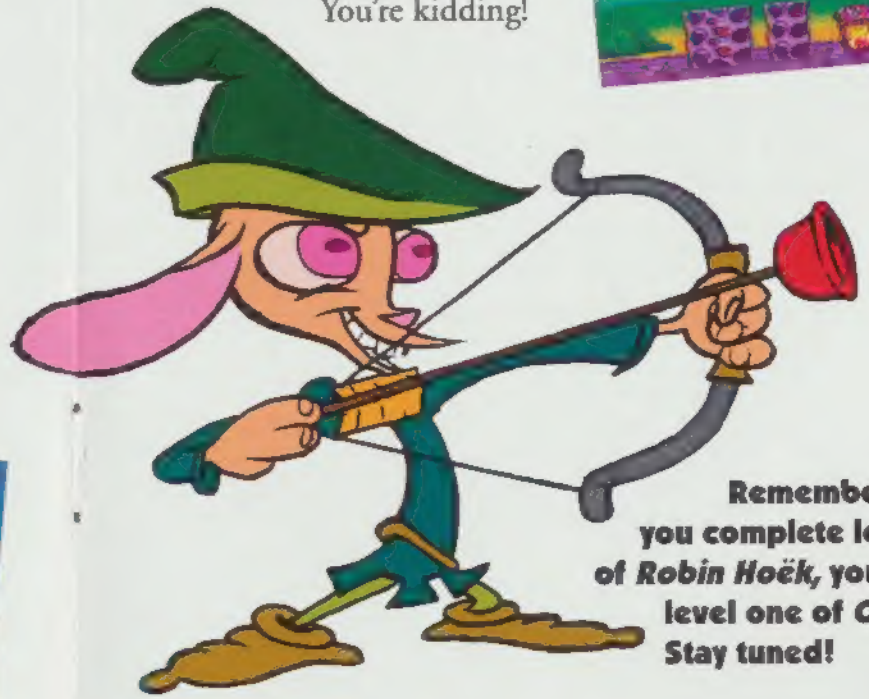
Robin Hoëk of Logwood Forest

Once upon a time there twast a noble woodsman, Robin Hoëk, who didst frolic abouts in the forest in the brightest green leotards... but we'll forgive him, for he was the finest archer in all of Logwood Forest.

And with his trusty watermelon bow, Robin did set forth to rescue the fair Maid Moron from the clutches of the evil sheriff of... uh... Dodge City! That mean ol' Sheriff had Robin's fair lady captivated in his castle, and to reacheth her, Robin had to make his way through the dangerous Logwood Woods and the village, full of the Sheriff's knights armed with spatulas, and single-handedly storm the castle to face the Sheriff.

But Robin twast not scared, no way! Though the castle was guarded by many knights shooting fishbones, and by flaming logs, he made his way uppeth the towers to where Maid Moron was being held. When the Sheriff appeared, Robin boldly unsheathed his... his... now what did he unsheathe? Oh, yeah – his *turkey baster* – and he thrust a generous portion of giblet gravy unto him. And they lived happily ev...

Wait a minute, man!
What's *this?!* It says here
I have to steal from the rich
and just *give it away!*
You're kidding!



Remember, after you complete level one of *Robin Hoëk,* you'll go to level one of *Out West.* Stay tuned!